

Listing of Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. - 59. (Canceled)

60. (Previously Presented) The method of claim 74 wherein the illumination pattern is multi-colored.

61. (Previously Presented) The method of claim 60 wherein the multi-colored illumination pattern is produced by a single LED.

62. (Cancelled)

63. (Currently Amended) The method of claim 74 further comprising a second triggering event and a second illumination pattern and upon occurrence of the second triggering event, triggering the LEDs ~~of at least one stage~~ to provide the second illumination pattern.

64. (Currently Amended) The method of claim ~~62~~ 63 further comprising ~~the step of:~~
triggering the LEDs of a first stage upon occurrence of the first triggering event and triggering the LEDs of a second stage upon occurrence of the second triggering event.

65. (Currently Amended) The method of claim ~~62~~ 64 further comprising ~~the steps of:~~
programming an operation sequence including the first and second triggering events; and
triggering the operation sequence ~~in order~~ to display the first illumination pattern upon occurrence of the first triggering event and the second illumination pattern upon occurrence of the second triggering event.

66. (Currently Amended) The method of claim 74 further comprising ~~the steps of:~~
programming the processor to trigger a color illumination upon the occurrence of a second triggering event; and
triggering the LEDs of at least one stage to provide the color illumination.
67. (Currently Amended) The method of claim 74 wherein the ~~triggering~~ transmitting an illumination instruction signal occurs automatically upon occurrence of the first triggering event.
68. (Previously Presented) The method of claim 74 wherein the LEDs include at least one of a red, yellow or green colored LED.
69. (Currently Amended) The method of claim 74 further comprising ~~the steps of:~~
controlling the processor via a network or computer system that is coupled to the plurality of multiple gaming machines.
70. (Previously Presented) The method of claim 74 wherein the first event includes one of a jackpot, bonus round, currency needed or special player present situation.
71. (Currently Amended) The method of claim 74 further comprising ~~the steps of:~~
coordinating the processor with the gaming machine ~~play~~ functions in order to sense the first triggering event;
signaling an I/O interface;
signaling a coding buffer system;
signaling a pulse width modulator; and
controlling a current driver in order to control the LEDs according to the multi- colored illumination pattern.
72. (Currently Amended) The method of claim 74 wherein a user input panel is provided by the gaming machine and the method further comprising:
selecting the illumination pattern via the user input panel; and

selecting the first triggering event to trigger the illumination pattern, via the user input panel.

73. (Canceled)

74. (Currently Amended) A method of operating a gaming machine, comprising which comprises:

displaying a selection menu on a display at a remote network, the selection menu having a list of illumination instructions and a list of triggering events;

receiving an input signal by the remote network to associate one of the illumination instructions with at least one of the triggering events;

transmitting the input signal from the remote network to a plurality of gaming machines, each of the plurality of gaming machines having a processor therein to control a plurality of gaming machine functions;

receiving the input signal by the processor, the input signal having the illumination instruction associated with at least one of the triggering events;

storing the input signal input in the processor;

detecting a triggering event by the processor based upon one of the plurality of gaming machine functions;

transmitting an illumination instruction signal associated with the detected triggering event from the processor to providing a candle mounted on the gaming machine, the candle and having a plurality of colored LEDs at least a first stage; and

said candle not requiring removable colored plastic inserts for changing the color that is displayed;

providing a illuminating the plurality of first colored LEDs within said first stage;
programming the processor to operate one or more of the colored LEDs within said stage to provide a selected color illumination pattern upon occurrence of a selected event of the gaming machine based upon the transmitted illumination instruction signal;

connecting the processor to the candle to enable the processor to trigger one or more of the colored LEDs within said stage to provide a selected color illumination pattern upon occurrence of said selected event;

whereby triggering one or more of the colored LEDs ~~within said stage~~ provides color change of the candle ~~stage~~, without requiring the use or removal or insertion of a colored plastic insert within the candle ~~stage~~ for changing the color that is displayed.

75. (Currently Amended) A method of operating a gaming machine, which comprises:

associating at least one illumination instruction with at least one triggering event;
transmitting an association signal associating at least one illumination instruction with at least one triggering event to a plurality of gaming machines;

receiving the association signal at a processor in each of the plurality of gaming machines, said processor configured ~~providing a processor~~ to control selected gaming machine operations, said at least one triggering event corresponding to one of the selected gaming machine operations;

storing the association signal in the processor;

providing a candle mounted on the gaming machine and having at least a first stage and a second stage, said candle in communication with the processor and having a plurality of first colored LEDs within said first stage and a plurality of second colored LEDs within said second stage;

detecting a triggering event by the processor based upon one of the gaming machine operations;

~~said candle not requiring removable colored plastic inserts for changing the color that is displayed;~~

~~providing a plurality of first colored LEDs within said first stage;~~

~~providing a plurality of second colored LEDs within said second stage;~~

illuminating the plurality of LEDs by programming the processor to operate one or more of the colored LEDs within at least one said stage to provide a selected color illumination pattern based upon the associated illumination instruction, upon occurrence of a selected event of the gaming machine;

~~connecting the processor to the candle to enable the processor to trigger one or more of the colored LEDs within at least one said stage to provide a selected color illumination pattern upon occurrence of said selected event;~~

whereby triggering one or more of the colored LEDs within said at least one stage provides color change of the candle stage, without requiring the use or removal or insertion of a colored plastic insert within the candle stage for changing the color that is displayed.

76. (Currently Amended) A gaming machine which comprises:

a processor for controlling selected machine operations, said processor in communication with a remote server to receive and store an association signal, said association signal associating an illumination instruction with a triggering event;

a candle mounted on said gaming machine, said candle in communication with the processor and having at least a first stage;

said candle ~~being adapted for~~ having a plurality of LEDs within said at least first stage, said candle configured to displaying various colors; and

~~said candle not requiring removable color plastic inserts for changing the color that is displayed;~~

~~a plurality of first colored LEDs within said first stage;~~

said processor ~~being operable~~ configured to detect a triggering event and trigger one or more of the colored LEDs in accordance with the illumination instruction within said stage to provide a selected color illumination pattern in response to the triggering event upon occurrence of a selected event; and

whereby triggering one or more of the colored LEDs ~~within said stage~~ provides a color change of the candle ~~stage~~, without requiring the use or removal or insertion of a colored plastic insert within a the candle ~~stage~~ for changing the color that is displayed.

77. (Currently Amended) A gaming machine as defined in claim 76, in which said candle includes a second stage, a plurality of second colored LEDs within said second stage, with the processor being operable to trigger one or more of the colored LEDs within at least said first or second stage to provide a selected color illumination pattern upon occurrence of a ~~selected~~ triggering event.

78. (New) A gaming machine system, comprising:
a remote network having a display to display a menu having a plurality of illumination instructions and a plurality of triggering events;
the remote network configured to:
receive an input to associate one of the plurality of illumination selections with at least one of the plurality of triggering events; and
transmit the input signal to a plurality of gaming machines;
a processor within each of the plurality of gaming machines to control a plurality of gaming machine functions, the processor configured to:
receive and store the input signal, the input signal having one of the plurality of illumination instructions associated with at least one of the plurality of triggering events;
detect a triggering event; and
transmit an illumination instruction signal associated with the detected triggering event to an external visual indicator;
the external visual indicator mounted on each of the plurality of gaming machines and in communication with the processor, the external visual indicator having a plurality of LEDs operated by the processor,
wherein the external visual indicator is configured to receive the illumination selection signal to illuminate the plurality of LEDs according to the illumination selection signal without requiring the use or removal or insertion of a colored plastic insert for changing the color that is displayed.
79. (New) The system of claim 78, wherein the processor is configured to replace an existing illumination selection of the external visual indicator with the received illumination selection signal.
80. (New) The system of claim 78, wherein each of the plurality of LEDs illuminate a plurality of colors.
81. (New) The system of claim 78, wherein the external visual indicator further comprises:
an input/output interface in communication with the processor;

a coding buffer system coupled to the input/output interface;
a pulse width modulator coupled to the coding buffer system; and
a current driver coupled to the pulse width modulator.